CBSE | DEPARTMENT OF SKILL EDUCATION

WEB APPLICATIONS_ (SUBJECT CODE - 803)

MARKING SCHEME FOR CLASS XII (SESSION 2024-2025)

Max. Time: 3 Hours   **Max. Marks: 60**

General Instructions:

1. Please read the instructions carefully.
2. This Question Paper consists of **24 questions** in two sections – Section A & Section B.
3. Section A has Objective type questions whereas Section B contains Subjective type questions.
4. **Out of the given (6 + 18 =) 24 questions, a candidate has to answer (6 + 11 =) 17 questions in the allotted (maximum) time of 3 hours.**
5. All questions of a particular section must be attempted in the correct order.
6. **SECTION A - OBJECTIVE TYPE QUESTIONS (30 MARKS):**
   i. This section has 06 questions.
   ii. There is no negative marking.
   iii. Do as per the instructions given.
   iv. Marks allotted are mentioned against each question/part.
7. **SECTION B – SUBJECTIVE TYPE QUESTIONS (30 MARKS):**
   i. This section contains 18 questions.
   ii. A candidate has to do 11 questions.
   iii. Do as per the instructions given.
   iv. Marks allotted are mentioned against each question/part.

SECTION A: OBJECTIVE TYPE QUESTIONS

Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
Q. 1	**Answer any 4 out of the given 6 questions on Employability Skills (1 x 4 = 4 marks)**				
i.	(c) prepare an action plan	**NCERT**	2	28	**1**
ii.	(d) Stay alone at home	**NCERT**	2	37	**1**
iii.	sort data	**NCERT**	3	58	**1**
iv.	c) Assertive	**NCERT**	1		**1**
v.	c) It avoids any kind of risk in business	**NCERT**	4	80	**1**
vi.	c) Financial management	**NCERT**	5		**1**
Q. 2	**Answer any 5 out of the given 7 questions (1 x 5 = 5 marks)**				
i.	b) batch processing	**CBSE Study Material**	1	2	**1**
ii.	WAX	**CBSE Study Material**	1	4	**1**
iii.	c) AVIedit	**CBSE Study Material**	1	8	**1**
iv.	c) Folders	**CBSE Study Material**	2	12	**1**
v.	c) DVD Knife	**CBSE Study Material**	2	11	**1**
vi.	Audio-Video Interleaved	**CBSE Study Material**	2	23	**1**
vii.	c) Multimedia is similar to traditional media like fine art.	**CBSE Study Material**	2	30	**1**
Q. 3	**Answer any 6 out of the given 7 questions (1 x 6 = 6 marks)**				
i.	the file is a multimedia	**CBSE Study Material**	1	31	**1**
ii.	c. EPS	**CBSE Study Material**	1	31	**1**
iii.	Gif is lossless file format and Jpeg is lossy	**CBSE Study Material**	2	32	**1**
iv.	b. still images	**CBSE Study Material**	2	34	**1**
v.	Ans : a. midi file	**CBSE Study Material**	2	43	**1**
vi.	Vector	**CBSE Study Material**	2	34	**1**
vii.	b. web video player	**CBSE Study Material**	2	48	**1**

Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
Q. 4	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)				
i.	It is a program that plays a variety of sound files.	CBSE Study Material	1	42	1
ii.	b sound	CBSE Study Material	2	35	1
iii.	b. Brendan Eich	CBSE Study Material	3	54	1
iv.	"text/ javascript"	CBSE Study Material	3	57	1
v.	var percent = 74.75	CBSE Study Material	3	57	1
vi.	console.log("Good Morning ");	CBSE Study Material	3	58	1
Q. 5	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)				
i.	c. ["Pen", "Eraser", "Ruler", "Sharpener", "Pencil"]	CBSE Study Material	3	71	1
ii.	4 times	CBSE Study Material	3	112	1
iii.	c. script tags	CBSE Study Material	3	60	1
iv.	23	CBSE Study Material	3	85	1
v. 3	3`	CBSE Study Material	3	63	1
vi.	a. FrontPage Server Extensions b. Internet Information Services	CBSE Study Material	4	117	1
Q. 6	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)				
i.	Search Engine Optimization	CBSE Study Material	4	125	1
ii.	a. Update from Source	CBSE Study Material	4	118	1
iii.	b. visual design and code	CBSE Study Material	4	116	1
iv.	b. Dynamic Web Template	CBSE Study Material	4	120	1
v.	c. Submit	CBSE Study Material	4	128	1
vi.	META	CBSE Study Material	4	126	1

SECTION B: SUBJECTIVE TYPE QUESTIONS

Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
Answer any 3 out of the given 5 questions on Employability Skills in 20 – 30 words each (2 x 3 = 6 marks)					
Q. 7	Ans : Motivation can be of two types i) Intrinsic motivation : It includes activities for which there is no apparent reward but one derives enjoyment and satisfaction in doing them 2) Extrinsic motivation : It arises because of incentives or external rewards	NCERT	2	24	2
Q. 8	Body language, also known as non-verbal communication, plays a crucial role in conveying messages alongside spoken or written words. It includes facial expressions, gestures, posture, eye contact, and physical movements. Body language can complement or contradict verbal messages in various ways. For instance, a warm smile while saying "thank you" enhances the sincerity of gratitude. Conversely, crossed arms and a frowning expression while saying "I'm fine" may contradict the spoken words, indicating discomfort or displeasure.	NCERT	1		2

Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
Q. 9	A. = C6XD6 B. = sum(d3:d9)	**NCERT**	3	50-52	**2**
Q. 10	Answer: Green education involves incorporating environmental topics and sustainability principles into educational curricula. It promotes awareness, understanding, and adoption of eco-friendly practices. Educational institutions contribute to building a more eco-conscious society by: Teaching students about environmental issues and their solutions. Fostering a sense of responsibility and environmental stewardship. Encouraging students to adopt sustainable habits in their daily lives. Incorporating experiential learning related to conservation and renewable energy. Inspiring future generations to make informed decisions for a sustainable future	**NCERT**	5		**2**
Q. 11	Two ways are : i. Community concerns: Look for issues that concern your community. Sometimes, starting locally can reap huge benefits ii. Personal experiences: Many powerful world changing ideas come from the experiences and challenges an entrepreneur faces in life.	**NCERT**	4	88	**2**
Answer any 3 out of the given 5 questions in 20 – 30 words each (2 x 3 = 6 marks)					
Q. 12	The <object> tag is the web standard for embedding content on to a web page, but the <embed> is a carryover from the days of the Netscape browser, and is not actually a valid tag in web standards. Yes, we can use embed tag and object tag in a single web page.	**CBSE STUDY MATERIAL**	2	52	**2**
Q. 13	Properties define the characteristics of an object. Examples are color, length, name, height, width etc. Methods are the actions that the object can perform or that can be performed on the object. Examples are alert, confirm, write, open, close etc.	**CBSE STUDY MATERIAL**	3	86	**2**

Q. 14	function myFunction()
	{var x;
	var r=confirm("press a button");
	if(r==true)
	{ x="you pressed OK"; }
	else
	{ x="you pressed cancel"; }
		CBSE Study Material	3	78	**2**

Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks

Q. 15	function rval(num1, num2)
	{ var m = num1 + num2 ;
	    document.write(Math.round(m));
	    document.write(Math.sqrt(m));
	}
		CBSE Study Material	4	91-92	2

Q. 16	While static web pages are good enough for creating basic web sites, you need to learn and use technologies such as ASP, PHP, etc. for creating dynamic websites. Dynamic Websites allow visitors to search and locate information (such as a search feature of search engines or database listing), submit information (such as feedback, rating, voting) etc.	CBSE Study Material	3	127	2
Answer any 2 out of the given 3 questions in 30– 50 words each (3 x 2 = 6 marks)					
Q. 17	Advantages of Splitting video clips are : -it can be used to separate unwanted part from the middle of the clip. - One can rearrange different parts of a video clip using splitting. Yes, two video clips can be combined even after splitting but the contiguous files only can be combined. non- contiguous clips cannot be combined.	CBSE Study Material	1	12-13	3
Q. 18	Ans : Three applications are : i. Developing Multimedia Applications The users can use JavaScript to add multimedia elements. With JavaScript you can show, hide, change, resize images and create images rollovers. ii. Create Pages Dynamically : JavaScript can produce pages that are customized to the user. iii. Interact with the User : JavaScript can do some processing of forms and can validate user input.	CBSE Study Material	3	55	3
Q. 19	a. Add-ins : Add-ins extends the capability of the main program by adding enhanced custom commands and specialized features. b. Snippets : Snippets are pieces of programs re-used by most developers. Snippets are useful as you can keep reusing the code created many times across multiple web pages or web sites saving enormous amount of time and effort. C. IntelliSense is a feature that automatically provides you a list of codes and attributes as a popup when you work in the code view mode.	CBSE Study Material	4	115 120 114	3
Answer any 3 out of the given 5 questions in 50– 80 words each (4 x 3 = 12 marks)					
Q. 20	a) Trimming a part of a movie means to hide a part of a video clip. . When we trim a clip, the trimmed part of the clip is not actually removed from the source file; it's just hidden so the trimmed part doesn't appear in our project or published movie	CBSE Study Material	1	19	4

Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
	b) The preview monitor enables us to view individual clips or an entire project. By using the preview monitor, we can preview our project before publishing it as a movie. We can use the buttons underneath the preview monitor to play or pause a clip, or to advance or rewind a clip frame-by-frame.			14	
Q. 21	i) eureka.wav ii) the file will run till the web page is viewed. iii) Autostart when set to true plays the file automatically as soon as the web page is loaded . iv) No, controller is not displayed to the viewers.	**CBSE Study Material**	2	31-37, 59 38-39	**4**

Q. 22	a. The "event handler" is a command that is used to specify actions in response to an event. for example:
	onMouseOut - occurs when you point away from an object onSubmit - occurs when you submit a form
	
	b.
	`<html> <body> <script>`
	`var r1= Math.random();`
	`r1=Math.round(r1*100);`
	`if (r1%2== 0)`
	`    document.write(r1+" is Even");`
	`else`
	`    document.write(r1+" is Odd") ;`
	`</script> </body> </html>`
		CBSE Study Material	3	107
				
				93
					4

Q. 23	`<html><head><script>`
	`function myFunction()`
	`{ var d=new Date();`
	`    document.write ( d );`
	`}`
	`</script>`
	`</head>`
	`<body onload="myFunction()">`
	`<h1>Event handling!</h1>`
	`</body>`
	`</html>`
		CBSE Study Material	3	108	**4**

Q. 24	a. `function last(ar1)`
	`{ var nm= ar1.pop()`
	`    document.write(nm.toUpperCase())`
	`}`
	b. `function mfun1(S1)`
	`{ document.write( S1.length);`
	`    document.write(S1.indexOf("the"));`
	`}`
		CBSE Study Material	3	101
				
				87
					4